

Genre: War*

How do we survive war and maintain our humanity?

Genre	This genre shows a soldier's internal change and the war's external savagery.
Subgenres	Pro-war, Anti-war, Brotherhood of war.
Expectations	Focus: Restore safety by winning the battle (life worthy/death honorable) . Values: Range between dishonor and honor . Emotions: Feel Intrigue . Climax: Protagonist experiences dishonor or honor based on big battle.
Conventions	<ul style="list-style-type: none">- A soldier conveys the story (or group represents that soldier's traits).- Large-scale setting or internal soldier's internal thoughts/feelings.- Impossible situation where soldier/group are the underdog.- A point where soldier/group accept the probability of death.- One sacrifices for the good of the brotherhood of soldiers.
Scenes	<ul style="list-style-type: none">- A trigger attack and protagonist refuses the duty to respond.- Forced to respond, protagonist complains to those in power.- Each soldier learns of their inner antagonist's object of desire.- Soldier/group try but fail to outflank antagonist.- Soldier/group realize change needed to win, and feel all is lost.- Soldier/group fight big battle, using strengths based on subgenre.- Soldier/group rewarded for sacrifice based on subgenre.
Characters	Protagonist: A soldier (or a group who represent soldier's traits). Antagonist: An opposing force more powerful than soldier or group. Others: Various characters (e.g., the hierarchal power structure).
Plot	A: A war forces protagonist(s) to battle inner/external antagonists.
Subplot	B: (Subplots vary based on chosen subgenre.) C: D: E:
Theme	External: Dishonor vs. Honor (Honor prevails when soldier sacrifices for others). Internal: Varies by subgenre. Philosophical: Varies by subgenre.

*This profile was inspired by Shawn Coyne and the editors at storygrid.com/war-genre/.

